

# OT TO BE MISSED Here is what the reviewers said about some of our other games

available for the COMMODORE... GRAND PRIX SIM



'A brilliant game. And its budget, 20/20 A must for all budding speed fiends.' - Amstrad User Magazine







## THUNDERBOLT The graphics are

great, the colour and indeed.'-CTW



## BMXSIMULATOR 'BMX simulator, from Codemasters, is

in a class of its own with compulsive gameplay, a great soundtrack and smart, shaded graphics.'

-C&VG



## ARMOURDILLO

'Yet another well produced and playable shoot-emupentitled Armourdillo." Playability 8 Value 8 -CTW

## LASERFORCE

'Great graphics, detail and music ensure maximum visual appeal while thoughtful gameplay will keep you comming back for more.'

PLAYABILITY 9 VALUE 9 -CTW



detail good, anima tion and scrolling brill and the game pace very rapid



Each player is limited to putting in 1.20 per turn.

### SETTING UP THE GAME

At the start of a game type the number of players, then press RETURN. Then Select the type of game by typing a number followed by RETURN. If you select option two you will be asked to enter a win limit, if a player reaches this limit he will have won the game.

Then you will be asked to type the names of each player, followed by RETURN.

#### TO PLAY THE GAME

Use the keyboard or a Joystick in Port 1

JOYSTICK FIRE or SPACE – Enter coin
JOYSTICK DOWN or RETURN – Start game
(when enough coins have been entered)
JOYSTICK LEFT or SHIFT (left key) – Move hand left
JOYSTICK RIGHT or X – Move hand right
JOYSTICK FIRE or V – Enter coin/push button

RUN/STOP—Cancel
S—Show Status panel of players current money info.
N—Auto Nudge

Tap R to quit and start a new game

Use left and right to move the hand over the buttons and use fire to press the button. You can only press the buttons which are flashing.

## WIN VALUE

|                | THEEL THEEL     | , ice o riceco |
|----------------|-----------------|----------------|
| Cherries       | 20p             | 40p            |
| Lemons         | 20p             | 40p            |
| Apples         | 30p             | £1.00          |
| GFI-Go For It! | 30p∗            | £1.00*         |
| Bells          | 30p             | £1.50          |
| Party Time     | PartyTime Meter | £3.00          |
| Melons         | 80p             | £5.00          |

## \*Wins in any position, not just win line.



#### Istruzioni

All'inizio del gioco batti il numero di giocatori, quindi premi RETURN. Seleziona il tipo di gioco battendo un numero seguito da RETURN. Se selezioni l'opzione due ti verrà chiesto di introdurre un tetto di vincita, se il giocatore raggiunge quel tetto, avià vinto il gioco.

Alla fine introduci, digitandoli, i nomi di ogni giocatore, seguito da RETURN.

## Come Giocare

| Tastiera o joystick in po                    | rto 1.                 |                                |    |
|--|------------------------|--------------------------------|----|
| Muovi mano a sinistra<br>Muovi mano a destra | Tastiera<br>SHIFT<br>X | Joystick<br>SINISTRA<br>DESTRA |    |
| Inserisci moneta/                            | V                      |                                |    |
| premi il bottone<br>Inizia il gioco          | RETURN                 | FUOCO<br>GIU'                  |    |
| (Quando hai inserito                         | un numero              | sufficente                     | di |

RUN/STOP - Cancella

S - Per vedere lo stato del gioco

N – Gioco automatico

Geben Sie bei iedem Spielstart die Anzahl der Mitspieler ein und drücken Sie dann die RETURN -Taste

> Wählen Sie dann die Art des Spiels aus, indem Sie die entsprechende Zahl eingeben.

> Wenn Sie Option 2 wählen, müssen Sie eine Gewinngrenze festlegen. Falls ein Spieler dieses Limit erreicht, hat er das Spiel gewonnen. Geben Sie nun die Namen der einzelnen Spieler (jeweils gefolgt von RETURN) ein.

Das Spiel

Joystick links oder SHIFT

Joystick rechts oder X Hand nach rechts bewegen Feuerknopf oder oder Münze einwerfen und Knopf drücken

lovstick nach unten oder RETURN

RUN/STOP

Joystick down

Spiel starten (nachdem genügend Münzen eingeworfen worden sind Abbruch Statusbericht über die einzelnen Spieler mit aktuellem Geld-Info

automatischer 'Nudge'

Hand nach links bewegen

Al inicio del jeugo, teclee el número de jugadores, luego pulse RETORNO. A continuación seleccione el tipo de juego tecleando un número seguido de RETORNO. Si selacciona la opción dos se la pedirá que introduzca un limite de ganancia. El jugador que alcance este limite habrá ganado el juego. Luego ar le pedirá que teclee el nombre de cada jugador, seguido de RETORNO.

Use el teclado o un 'ioystick' en la via de acceso 1. lovstick Izquierda SHIFT Mueve la mano a la izquierda lovstick Derecha Mueve la mano a la

derecha Joystick Disparo Introduce moneda/ pulsa botón

> RETORNO Incicia el juego (una vez intro-introducidas monedas sufientes)

These are other Codemasters games available for the COMMODORE C64/C128

SIMULATORS **BMX Simulator** Grand Prix Simulator Fruit Machine Simulator

PLATFORM/ **ACTION** Vampire Super Robin Hood ARCADE ACTION Mr Angry

Terra Cognita Super G Man Red Max Armourdillo Thunderbolt Cosmonut Lazer Force

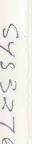
**ADVENTURE** Necris Dome GAMES DESIGNER

Creations

#### YOU COULD WRITE FOR CODEMASTERS

Codemasters excellence is a result of utilizing the best games programmers there are. The best programmers deserve the best rewards. If you are good enough to program for us then write to David Darling now, you won't regret it.

Code Masters, P.O. Box 200. Banbury, Oxon OX167GA





| Game Concept   | David Darling  |
|----------------|----------------|
| Game Design    | James Wilson   |
| Coding         | Tim McCarthy   |
| Graphics       | Nigel Brown    |
| Sound          | Matt Gray      |
| Sleeve Artwork | Nigel Fletcher |
| Illustration   | Alan Hancocks  |



#### Made in England

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